

**CENTRE OF STUDIES FOR BUILDING SURVEYING  
FACULTY OF ARCHITECTURE, PLANNING AND SURVEYING  
UNIVERSITI TEKNOLOGI MARA**

**A STUDY ON THE USER PERCEPTION OF THE SAFETY ASPECT  
AT THE EXTREME PARK**

**Nor Farah Aida Binti Mohamed Zeble  
(2011958533)**

**Academic Project submitted in partial fulfillment of the requirements  
for the degree of  
Bachelor of Building Surveying (Hons)  
Centre of Studies for Building Surveying  
Faculty of Architecture, Planning & Surveying**

**January 2015**

**CENTRE OF STUDIES FOR BUILDING SURVEYING  
FACULTY OF ARCHITECTURE, PLANNING AND SURVEYING  
UNIVERSITI TEKNOLOGI MARA**

**A STUDY ON THE USER PERCEPTION OF THE SAFETY ASPECT  
AT THE EXTREME PARK**

**“I hereby declare that this academic project is the result of my own  
research except for the quotation and summary which have been  
acknowledged”**

**Student's Name : Nor Farah Aida bt Mohamed Zeble**

**Signature : **

**UITM No. : 2011958533**

**Date : January 22<sup>nd</sup>, 2015**

## **ACKNOWLEDGEMENT**

**Bismillahirrahmanirahim..**

**First of all, I am grateful to Allah (S.W.T) for establishing me to complete this report.**

**I wish to express my sincere thanks to my dedicated supervisor Sr. Mazlan Abu Bakar that supervise me during the whole semester. I am extremely grateful and indebted to him for his guidance, co-operation, advices and encouragement throughout the whole semester in order to complete this research.**

**I am also thank to En. Syarafuddin B. Mohd Nor the Trainer & Busniess Development of Shah Alam Extreme Park, En. Mohd Bazly B. Mohd Najib the Assistant Manager of Putrajaya Challenge Park and lastly to En. Dzulkifli B. Bidin the Manager of Kompleks Rakan Muda Bukit Kiara for providing me with all the valuable information and important document. I appreciate for their help and encouragement.**

**I am also place on record, my sense of gratitude to one and all who, directly or indirectly, have lent their helping in my report. Other than that, I also want to thank to all my lecturers and colleagues who have provided assistance at various occasions throughout the completion of this task.**

**Finally, deepest thanks and appreciation to my family for their cooperation, encouragement, constructive suggestion and full of support for the report completion, from the beginning till the end. All this is meaningless without them.**

## **ABSTRACT**

The individual perception will always change and depends on the individual opinion. Through users' perception as well, the quality and activities of some places can improve. Extreme Park offers a group of extreme game such as wall climbing, skateboarding, bicycle motocross, paintball, Parkour and mountain biking. This extreme game attracts large number of people, especially teenagers. People nowadays are exposed to the extreme game. Those games not only offered enjoyment to the users, but at the same time offering user's risk of accident. This study aims to investigate the user's perception on the safety aspect apply in the extreme park and also the way to improve the safety aspect of the extreme park. In order to achieve a good safety aspect of the extreme park. Result that obtained from the data analysis shows that most of the users of Extreme Park understand the safety meaning. When users understand the purpose of safety at the extreme park they likely to become more aware of any activity undertaken at the extreme park. The end of this research will give results about safety aspect approach at the Extreme Park and way to improve safety aspect at the extreme park.

## **ABSTRAK**

Persepi individu adalah berbeza-beza dan sentiasa berubah bergantung kepada pendapat individu masing-masing. Melalui persepsi pengguna juga kualiti dan aktiviti sesetengah tempat dapat dipertingkatkan. Taman ekstrim menawarkan pelbagai permainan ekstrim seperti aktiviti memanjat dinding, papan selaju, basikal ekstrim, 'paintball', 'parkour' dan berbasikal di gunung. Permainan ekstrim ini menarik minat ramai individu terutamanya remaja. Individu pada masa kini adalah terdedah kepada sukan ekstrim. Kebanyakan permainan bukan hanya menawarkan keseronokan kepada pengguna, bahkan boleh mengakibatkan kemalangan. Penyelidikan ini bertujuan untuk menyiasat tentang persepsi pengguna mengenai aspek keselamatan yang diaplikasi di taman ekstrim dan cara untuk meningkatkan aspek keselamatan di taman ekstrim. Keputusan yang diperolehi dari data yang dianalisis akan menunjukkan pengguna taman ekstrim memahami maksud keselamatan. Apabila pengguna memahami tujuan keselamatan di taman ekstrim mereka akan lebih berjaga-jaga dengan setiap aktiviti yang mereka lakukan di taman ekstrim. Keputusan yang akan diperolehi dari penyelidikan ini adalah berkaitan dengan aspek keselamatan yang diaplikasi di taman ekstrim dan cara untuk meningkatkan aspek keselamatan di taman ekstrim.